U/SNS-ANDE-USA

STAR TREK

DEEP SPACE NINE

CROSSROADS OF TIME

KIDS TO ADULTS
K-A
AGES 6+

INSTRUCTION MANUAL

Nintendo

SUPER NINTENDO
ENTERTAINMENT SYSTEM

Vinnie's Lair

STAR TREK®

DEEP SPACE NINE™

CROSSROADS OF TIME™

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Getting Started

Starfleet Technical Manual TM: 379867-02

Operation of Deep Space Nine™ simulation:

1. Make sure that your Super Nintendo Entertainment System is set up correctly.

2. Be sure that the Controller is properly plugged in.

3. Make sure that the power switch is turned OFF. Place the Star Trek®: Deep Space Nine™ Game Pak into the game pak slot and press it down firmly.

4. Turn the power switch to ON. You should see the Super NES title screen, followed by legal stuff and then the Star Trek®: Deep Space Nine™ title screen.

5. If red "cartridge containment failure" lights flash and emergency klaxon sounds, there exists a potential antimatter hazard. In this event immediately initiate "cartridge system core dump" as detailed in TM: 379866-04. Refer recovery procedure to qualified engineering personnel only.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

STAR TREK®
DEEP SPACE NINE™
CROSSROADS OF TIME™

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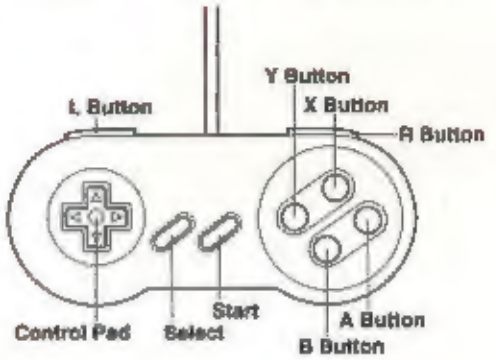
Control System

Starfleet Technical Manual TM: 379867-03



When controlling most characters:

L and R Buttons (Top of Controller) Toggle through inventory.

Button A Activates pylon turbolift platform controls, slows Sisko to a walk.

Button B Jump, grab ledges and pull character up.

Button X Advances dialog sequences.

Button Y Activates current inventory item (e.g. fires phaser, uses tricorder, etc.).

Control Pad Controls character movement, direction of weapon fire, and the direction of the pylon turbolift platforms.

Start Pauses the game.

Control Pad: Pressing **UP** has different results depending on where the character is and what he is doing:

-- When your character is kneeling, pressing **UP** causes him to stand.

-- When your character is hanging from a ledge or standing in front of a ladder, pressing **UP** causes him to climb.

-- If your character is standing in front of a turbolift stop or unlocked door, pressing **UP** will cause him to step in.

-- If your character is standing in front of a companel, disposal tube or other device, pressing **UP** will make him use that device.

When controlling Odo:

Y Button Causes Odo to morph from humanoid form into the form of a Bajoran Cave Rat.

B Button While in the form of a Bajoran Cave Rat, causes him to jump..

Control Pad Pressing **LEFT** and **RIGHT** makes Odo move in that direction. Pressing **DOWN** has no effect. Pressing **UP** when Odo is in Cave Rat form and in front of a vent will cause him to morph into liquid form and "pour" through the vent.

When piloting a Runabout:

B Button Fires the mini-torpedoes.

Control Pad Controls the Runabout's position on the screen.

In all play modes:

Start Temporarily suspends (pauses) the game.

Using the Inventory

The currently selected inventory item appears in the Starfleet insignia in the upper right corner of the screen. There are two methods of accessing other items in inventory:

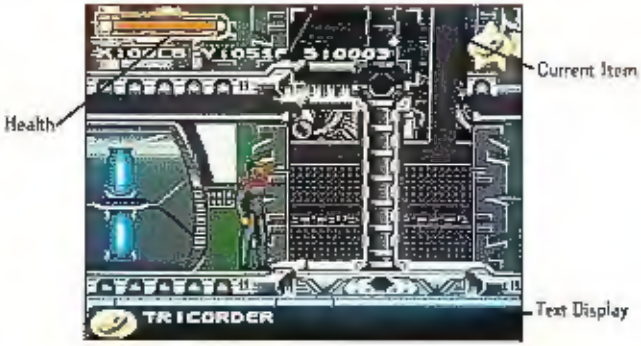
1. Bring up inventory Pressing the **L** or **R** button brings up the inventory screen.

2. Scrolling through inventory Pressing either the **L** or **R** buttons on the top of the controls will move the inventory accordingly. The inventory box will close on its own after a selection is made.

NOTE: If the **HAND** icon is the only one that appears on the inventory list, that means your character is carrying **NOTHING**.

The Game Screen

Starfleet Technical Manual TM: 379867-04



Health (also Shield Strength): This is the status of the current character. Every time he is injured, the bar in this readout slips down a bit. When the bar is exhausted, so is the character. Health can be built up by consuming food.

When piloting the Runabout, this meter represents the energy reserve of the ship's deflector shields. The ship can survive collisions as long as the shields have power. No power, no shields. A collision with shields down means no more ship.

Current Item: Displays icon showing the currently selected tool or item. Pressing the Y button causes the character to use whatever item is selected here (phaser, tricorder, etc.).

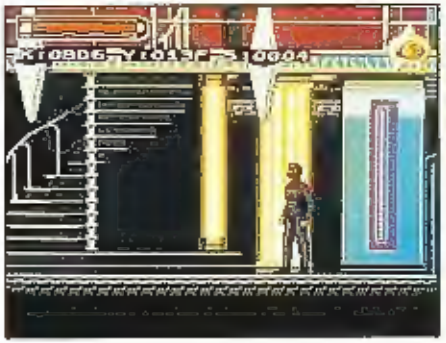
If no item is selected or none are carried the "hand" icon appears. Pressing the Y Button with the hand as the current item makes your character start punching.

Text Display: This box appears only when important text appears.

The speaker of the text in the display is indicated by a character's face which appears alongside it. If no character face appears with the text, it is either a readout or a label being read by your character. The X button advances the text.

Station Log Playback

Deep Space Nine, Station Log, Stardate 46870.7.



Commander Benjamin Sisko reporting:

RECENT WEEKS HAVE BEEN UNUSUALLY UNEVENTFUL. THIS IS SURPRISING IN LIGHT OF THE POLITICAL CHAOS AND DISSENSION ON NEARBY BAJOR. SPLINTER GROUPS ARE SEEKING TO OVERTHROW THE PROVISIONAL GOVERNMENT ON THAT WORLD. WHAT THIS MEANS FOR THE STATION AND STARFLEET'S PRESENCE HERE REMAINS TO BE SEEN.

THE ONLY EVENT WORTH NOTING TODAY IS THAT A CARDASSIAN WARSHIP HAS REQUESTED PERMISSION TO DOCK FOR SHORE LEAVE PURPOSES. ALTHOUGH I AM UNEASY WITH HAVING SO MANY CARDASSIANS ABOARD, I HAVE NO JUSTIFIABLE REASON TO DENY THEM ACCESS TO THE STATION'S FACILITIES.

Mission Profiles

Starfleet Tactical Summary: TS: 120779-01

Promenade
As the heart and hub of Deep Space Nine the Promenade is the best place to find information. Talk to everyone, and don't be shy about going back to someone you've already talked to once you've gotten new information.

Saboteurs
The superstructure of this docking pylon is immense, and Sisko must thoroughly search it to find the explosives planted by Bajoran terrorists. Pay close attention to the location of ejection tubes, as you'll need to find them fast. Phasers and tricorders are your best friends here: for stunning terrorists and finding explosives, respectively.

Gamma Quadrant
Watch those shields! They are the only things keeping Major Kira and her ship from being reduced to minor atomic particles.

Bajor Pool
A deceptively serene scene. That calm looking pool hides sudden drops with undertows that will pull Sisko to his doom. Avoiding them means staying out of the water as much as possible, but nasty venom-spitting plants make using the overhead latticework a dangerous path.

Bajor Temple
Little danger appears here, as the place seems abandoned. Only Bajoran Bats and Bajoran Cave Rats scurry about. There are doors, but what is the key to opening them?

Catacombs
Under the temple are caves and catacombs, whose inhabitants don't like visitors. It's a dangerous place, with floors slippery from dripping water, sudden drops, and dangerous circulating fans that can pull Sisko in for a nasty blow or hit him with air blasts so strong he cannot pass. There must be controls for these fans somewhere...

Saratoga
Sisko has been here before, but that doesn't make his mission any easier. This wrecked starship is full of danger, and hardly anything works. Sisko has his hands full. To get his goal he'll have to think fast and use virtually everything at his disposal, and simultaneously not forget his duty to his shipmates.

Cardassian Ship
Gul Gurgey is not happy and plans to deal harshly with Deep Space Nine. Saving the station will require first stealth, then heroics. Odo and Sisko must race against the clock to save Deep Space Nine from certain destruction.

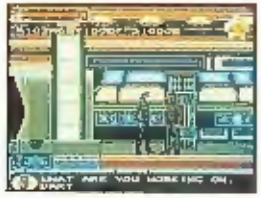
Commander Benjamin Sisko

Following the death of his wife, Jennifer, and near-death of his son, Jake, aboard the USS Saratoga, Benjamin Sisko was eventually reassigned to oversee the reconstruction of Deep Space Nine. Maintaining an unstable peace between the diverse visitors to the DS9 is difficult for an outpost at the edge of Starfleet territory. Sisko would rather avoid violence, but he will do whatever it takes to assure peace in the quadrant. Any free time he has is spent either with Jake, or in the holosuite with famous baseball players from the past.

Major Kira Nerys

A former member of the Bajoran underground, Kira's instrumental role in the Bajorans overthrow of the Cardassians earned her a promotion to Major. Assigned as a liaison to DS9 by the provisional government to silence her radical views, she now serves as Sisko's First Officer. Her loyalties were questioned at first (because of her background), but she has now proven herself to be a dependable Federation Officer with a skill for keeping cool in Red Alert situations.

Lieutenant Jadzia Dax



Deep Space Nine's Science Officer is either 28 or over three hundred years old depending on your perspective. Due to an environmental catastrophe, two separate species were forced into a symbiotic union that has come to be known as the Trill. Dax, a Trill, has the knowledge of the symbiont living inside coupled with a youthful host body to make her an invaluable member of DS9's crew. Federation Personnel counselors fear that the identities of past hosts may interfere with her abilities to perform her duties.

Dr. Julian Bashir

Declining positions on several Federation Starships for his post on Deep Space Nine, Dr. Bashir believes that "Heroes are made in the wilderness." His encyclopedic knowledge of alien life forms, coupled with his exuberance and superior medical training make him perfectly suited for his position on the lonely station. Graduating second in his class from Starfleet Medical Academy, Bashir credits the reports of Dr. McCoy for influencing his medical studies.

Odo

Odo was rescued by Bajorans during the Cardassian occupation. After Bajor was liberated, Odo assisted the Bajorans in securing order on Deep Space Nine, staying on when Starfleet took over the station. Odo is a shape-changer, able to meld his body from a liquid form to a humanoid or inanimate object, although he must spend time in his liquid form to recharge every sixteen hours. He provides security on DS9 with the philosophy "Laws change, but justice is justice."

Chief Miles O'Brien

After graduating fourth in his class from Starfleet Academy, O'Brien served on several ships, specializing in transporter protocol. After serving with distinction on the USS Enterprise™, O'Brien's superior engineering abilities were tapped for Deep Space Nine. Often circumventing normal engineering procedures, Chief O'Brien has accomplished many miraculous repairs on the jury-rigged station.

Quark

A permanent resident of Deep Space Nine, the Ferengi Quark owns and operates a casino and bar on the Promenade. Convinced to stay on DS9 by Commander Sisko after the liberation of Bajor, Quark is regarded as charming but mischievous. Odo, DS9's security officer, has an extensive file on Quark and keeps a wary eye on him at all times. While Quark's dealings sometimes fall on the shady side of the law, his camaraderie and influence among DS9's many alien visitors is valuable to Starfleet.

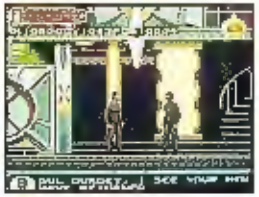
Visitors To The Station

Morn

A friend of Quark and a suspected mercenary, very little is known about this mysterious alien. Often seen in Quark's Promenade casino, Morn is quite fond of gambling. Spotted exchanging laser weapons with Quark, Morn's loyalties are questionable at best . . . .

Commander Gul Gurgey

Gurgey is a typical Cardassian- cold and aloof. As the commander of a Cardassian starship, Gurgey is regarded with suspicion by the Federation and with hatred by the Bajorans who have suffered at his hands. One of the craftiest Cardassians in the galaxy, Gurgey bides his time waiting for the opportune moment to strike a "justifiable" battle with the Bajorans.



Weapons and Equipment

As Commander of Deep Space Nine, you have access to the wide variety of items, tools, and weapons of Starfleet. To better use these implements during your adventure, we recommend that you familiarize yourself with the function of each item. The more you know about the tools you will be using, the better chances you have for completing your mission!

Phasers

Type I - The Type I phaser is used for covert operations.

Type II - Standard phaser issued for defensive purposes. Updated from the original Type II phaser, this new model has up to 16 different power levels.

Tricorder

Portable data and scanning for collecting, monitoring, and analyzing data. Some are modified for medical or scientific work, and all tricorders aboard DS9 have been altered to access the station's Cardassian central computer network.

Runabout

Federation starships used for relatively short range interstellar travel. The Runabout is equipped with the following:

Photon Torpedoes - Tactical weapons used by Federation starships. These torpedoes are self propelled missiles.

Food Replicator

Used throughout Starfleet for basic food replication. Specialty foods not found in its extensive database can be programmed in for special occasions. (Try the Grokki)

Companel

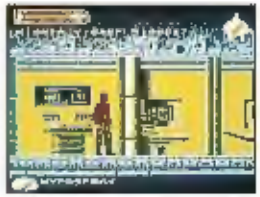
Used to link directly to the main computer.

Bilitrium Grenades

Simple grenades using Bilitrium technology, used for one large release of energy.

Hypospray

Discharges ampoules of medication for absorption through the skin without actual penetration of epidermal layers.



Other Items

Engineering Welding Laser
Used for performing general repairs on Starships and on DS9.

Communications Badge
Standard-issue to all Starfleet personnel for communication over almost any distance. Used also as a tracking device for locating the whereabouts of crew members.

Emergency Ejection Tubes
Used for discharging waste or hazardous material quickly from the lower pylon cargo bays.

P.A.D.D.
Personal Access Display Device used as a remote interface for Deep Space Nine's central computer system. Use it near a Companel for more intricate calculations.

Transporters
Used to move people and objects through space by disassembling and reassembling their molecular structure.

Code Breaker
Used to decipher complex data to disable computer systems.

Mission Briefing

Starfleet Tactical Strategies: TS: 120779-02

* Health can be restored by picking up food located and dispensed throughout different locations in each mission.

* Be sure to search all passages, rooms, and storage units for items that can be used.

* Be sure to speak to all crew members and inhabitants of DS9 to gain valuable clues and help.

* Be on the lookout for key cards that will gain access to certain rooms and passageways.

* Use the Nilitrium Grenades to blow up certain obstacles that are in the way.

* The Borg can only be stunned by using a phaser and once a phaser is used, the Borg will tune in and assimilate that phasers frequency.

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STATION LOG

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